

Lone Star Diplomat

No. 33

7 March 1984

81CE, 82AM, 82HU, 83H



After Three Years: Independence

1981 CE LONE STAR DIPLOMAT (Mike Conner).

A: Len Blasol (drop W07), CD (out F08); E: Joe Gallagher; F: Jim Meinel; G: Don Scheifler; I: Doug Tatsch; R: Jeff Albrecht (win F09); T: Cindy Seelke (drop S02), Mike Blanchard.

	01	02	03	04	05	06	07	08	09
A	4	4	4	4	4	2	1	0	-
E	4	3	1	1	1	1	1	1	1
F	4	5	5	4	4	3	2	2	2
G	5	6	7	8	9	8	8*	7*	4
I	4	5	5	5	4	6	8	8	8
R	5	5	5	5	6	7	7	8	11 win
T	5	6	7	7	6	7	7	8	7

*played 1 short

ENDGAME STATEMENTS

England: Joe Gallagher

Independence was one helluva game. Despite my 1 center for most of the 9 years, I still enjoyed it. I resigned myself to being a junior partner early on in the game after the French and German stabbed me. My goal was twofold: to last until the end of the game and make certain Germany didn't win. Both goals were achieved, admittedly only by the slimmest margins.

I guess the German's mistakes were many--and maybe more serious than mine, since they occurred in the midgame phase. The first was trying to take England without adequate forces to do so, and the second was the stab of the French while still hooked up in England.

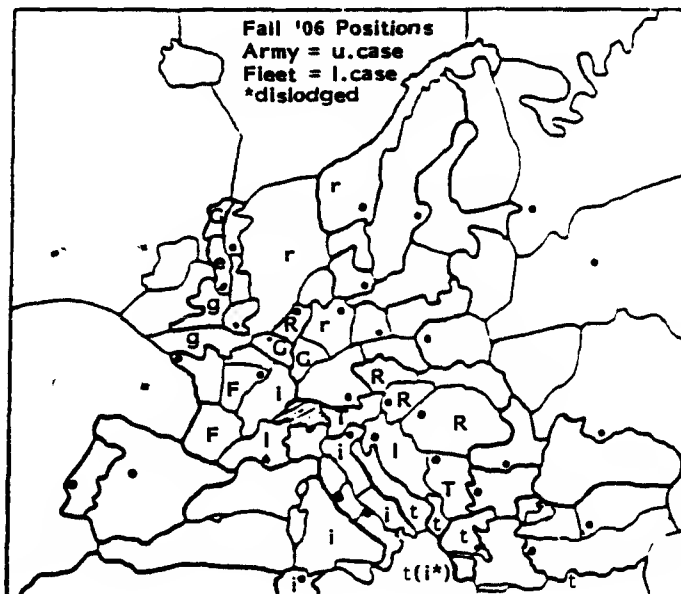
I'm sure that if the German could have first taken out England and then France he would have been a serious opponent to Russia. As it was, he was left in the pack with the rest of us.

I enjoyed corresponding with all the participants and was glad to see Jeff win. He's a good player and very determined. I don't think it was his first win, but it was his best. Congrats.

I have to admit though I feel like I won the game, since I did what I wanted to do (after it was clear that victory was out of the question). I'm looking forward to my next Dip game.

Germany: Don Scheifler

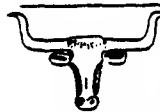
Immediately after the gamestart announcement, Jim Meinel (France) and I exchanged several very interesting and rewarding letters. We very soon agreed to take out England with a quick joint attack which saw a German army in Edi in F02. Although Joe fell quickly, his continued efforts were a game-long problem, as my inability to take Lpl tied up badly needed units. Hats off!



When Turkey (Mike Blanchard) grew quickly, threatening all his neighbors, the time was right to move against France. Progress was slow, for Jim is a very capable tactician, and he outguessed me even though he was outnumbered with Italy putting pressure on his southern borders.

Meanwhile, the A-I-R anti-Turkish alliance was working too well, thanks to misorders by the Turk. I was counting on a long, drawn-out battle in the Balkans to give me time to consolidate. When Russia stabbed Austria and allied with Turkey, I was badly overextended and in no position to meet the suddenly powerful Russia I had feared.

Continued on next page--



1983 H

Longhorn

F 1903

**SLEEPING SULTAN STOPS SLUMBER;
TEMPORARY CEASEFIRE DECLARED**

Turkey is still being played by Mike Cannon, who retreats his dsl F Smy-Con.

Two players have requested a separation of seans. Thus, fall moves will appear next issue.

For future reference, orders can be conditional on results of retreats. Thus, if Turkey were in CD, his dsl fleet would have been disbanded, and orders could be conditional on that outcome.

Please take note: Phone orders must reach me by 10:00 pm the night before the deadline for written orders.

Continued from page 1

Due to personal problems in the real world and a good idea of Germany's doom, I quickly lost interest. I played poorly, writing letters seldom and of no consequence, until the end of the game. My regrets to all involved for running out of gas, so to speak.

Congratulations to Jeff on a strong, evenly played game and a deserved win. I'd also like to salute Joe, Jim, and Len Blasiol. Their letters and strategies were very enjoyable, and I look forward to playing with/against them in the future. Thanks to all.

Russia: Jeff Albrecht

I was quite surprised that the concession to Russia passed, but far be it from me to go against the wishes (or apathy) of the other players in the game.

The early game was spent trying to stay out of Germany's way and in his good graces while trying to form some sort of alliance with a player to my south. Luckily, an uneasy alliance with Turkey was formed which proved to be beneficial. There was also the communications with Italy. Turkey was moving in the right direction into the Mediterranean with his fleets, but an occasional information leak to Italy was helpful in stunting Turkey's growth. Then, as Turkey was going in the right direction, Germany got strung out to the west, which made that attack on Germany appealing. Actually, I'll stop the bullshit, and get to the bottom line: I just happened to be in the right place at the right time--mostly luck with a little nudge toward the right direction.

This game was rather unusual to finish with six players, and all six were the original players (I consider Mike B. an original player as he was called very early, and Cindy Seelke was never really "in" the game). The players were much more communicative than in most games, which made it a most enjoyable game for me. Thanks, guys, for a good game. And thanks, Mike for game mastering it for us. Keep in touch.

★ ROUNDUP

of Texas & International News

1984 UPDATE. Things have lightened up a bit here since last time. My TI Professional Computer arrived about ten days ago, and I'm enjoying getting to know how it operates. It has 256K internal memory and two floppy drives (DSDD), 320K each, 3-plane graphics with color monitor, and runs on MS-DOS. I'm using WordStar for my translating work and SuperCalc³ for finances. For entertainment I've been playing around with Planetfall (48 out of 80 points so far) and some other miscellaneous games (Othello, Poker, etc.). My printer is a TI 850 (dot matrix), but it's on the fritz (sorry, Greg) right now, and I'm considering replacing it with an 855, which produces better-quality print, since I plan to sell my typer. So don't be surprised to see a few changes in LSD beginning next time.

PETECOM. You need to RSVP if you plan to go to Arlington March 23-25th for a Dippy weekend. Pete Gaughan (PERELANDRA) is making arrangements, so call (817/460-3253) or write (509 Sandpiper Dr. #130, Arlington, TX 76013) to him as soon as possible.

DIPCON. Change your calendar. The new dates are 21-24 June 1984. Write Al Pearson, Box 898, Charles Town, WV 25414 for details. But be there!

COA. I will probably be moving at the end of this month, so please send your orders in early. Don't depend on the USPS to forward your mail to me on time.



1982 AM

JALAPEÑO

F 1906

ARCHDUKE INKS TREATY WITH POPE? A-I-G ALLIANCE ANNEXES TERRITORY

Both draw proposals were vetoed. The AEIT draw is repropoed, as is a concession to Italy. Vote on both proposals with your next orders. NVR = yes.

Austria retreats dsl F Adr-Gre. Turkey retreats dsl A Lvn-War.

ENGLAND (David Pierce): A Lvn-MOS (A STP s),
F BOT s German F Bal, A Hol-KIE (A RUH s),
A BUR-Mun, F NTH h, F ALB s Italian F Trh-Ion,
F BAR s A Stp.

GERMANY (Terry Suitor): A Kie-BER (F BAL s),
A PRU-Sil.

ITALY (Greg Fritz): A Ven-TRI (F ADR s),
A Apu-VEN (A PIE s), F Trh-ION (F NAP &
F TUN s).

AUSTRIA (Bryan Jurkowski): F GRE-Bul(sc),
A Vie-BUD, A Tyo-VIE, A Boh-GAL, A MUN-Kie
(A Ber s [dsl, onn]), A SIL-War, A TRI-SER.

TURKEY (Jack Smith): F Rum-BLA, A WAR s A Mos,
A Mos s A War [dsl, ret to Ukr, Sev, or dsb],
F Ion h [dsl, ret to Apu or dsb] (F EAS & F AEG s),
A BUL s Austrian F Gre.

SUPPLY CENTER STATUS for winter adjustments:

E: Home, Hol, Bel, Par, Bre, Nwy,
Stp, MOS, KIE 11/build 2
G: Kie, Den, Swe, BER 3/even
I: Home, Tun, Mar, Spa, Por, TRI 8/build 1
A: Vie, Bud, Tri, Ser, Gre, War,
Mun, Ber 5/remove 2
[1 ann]
T: Home, Bul, Rum, Sev, Mos, WAR 7/even

See note about phone orders with Longhorn.

PRESS--

AUSTRIA-EUROPE: The Emperor converts his faith to that of the Pope. Long live the Pope! Death to all Englishmen!

AUSTRIA-TURKEY: Sorry!

|||||||

MARCO POLL³. Brief results of Mark Larzelere's annual zine poll: Best zine - EUROPA EXPRESS, followed by VOICE OF DOOM, WHITESTONIA, DIPLOMACY WORLD, & APPALLING GREED; Best GM - Gary Coughlan, followed by Andy Lischert, Mark Larzelere, Jim Meinel, & Bruce Linsey. LSD & I did very poorly, not unexpectedly. Also, MOS EISLEY SPACEPORT took honors for best subzine, followed by KATHY'S KORNOR, EXPLETIVE DELETED, HUMBOLDT, & FIAT BELLUM.

STANDBY LIST. Thanks for the response to my plea for more standbys. The list now includes Byrne, Fritz, Martin, Mayes, Minshall, Pierce, Quinn, Tinker, and Woodson. Now that I have a bigger pool of players to call upon, I will revert to my old policy of calling standbys for NMRed countries with three or more SCs.

M-GAME. Although it won't start for a while, the game is full: Fritz, Pierce, Luedi, Smith, Tatch (or Mayes), Milewski, and Albrecht, who signed up in that order. Geographical considerations may prevent one or more from playing in this game, but since the startup is several months in the future, that may not be a problem.

Post Office of Texas

Dear Mike,

After going through my brand-new rulebook to verify that DIPLOMACY WORLD faithfully reported all of the rules changes, which it did, I decided to write the esteemed Boardman Number Custodian, Kathy Byrne, to get her reaction, if any, to the changes. Here is a representative quote from her reply to me:

"...Look I'm not too great on rulebooks and I really don't believe that there is much of a difference between the two..."

I suppose that if her reply to my inquiry imparts any useful information, it is that continuing to use the old rulebook, even for games starting up now, will not result in the BNC declaring the game irregular when the endgame report shows up in EVERYTHING (the official BNC publication and to which every serious Diplomacy player should subscribe). This is but a minor aspect of the general question of how the BNC deals with the issue of irregularity. Do I digress?

We in the postal Diplomacy hobby seem to be the victims of a high tolerance for, or insensitivity to, kinky houserules and arbitrary conventions of notation for orders and game reports. This tolerance or insensitivity has made us more or less passive jellyfish in our reaction to the periodic efforts of our friends at Avalon Hill to justify their existence by tinkering with the rulebook. Not that I expect the BNC to bring down the law from the mountaintop on stone tablets! Who would want a BNC who thought we wouldn't know how to fart unless she showed us how to lift a leg?

Paul Milewski
PO Box 256
Batavia, OH 45103

I sent a copy of your letter to Kathy so she could reply here in this issue of LSD:

Dear Mike,

Thank you for the advance copy of Paul's letter to you, and all I can say is that I apologize if my response offended him.

I think I should explain my position: I am the BNC, not a rulebook expert, and I don't claim to be one. That is not my job. If the BNC had to memorize the rulebook and then every GM's houserules, you'd never find a BNC.

What Paul refers to is two minor changes in the rulebook, which do nothing more than try to clarify an ambiguity. And even on those points (clarification) most GMs will disagree. The rulebook changes have nothing to do with the regularity of a game. My job is to give numbers, make sure GMs run their game according to standard GMing procedure, and in some cases determine the regularity of a game.

If a player wants a ruling on a dispute with a GM over a ruling, he will be sent (by me) to an ombudsman. The BNC is not an ombudsman. The BNC is nothing more than a last resort if the player is dissatisfied.

I may have given Paul the impression that I don't know the rules, and that is totally wrong. I have been playing Dip for over 5 years (very actively) and I do know the rules!

As for "insensitivity to kinky houserules", as BNC, but more importantly as a player, I emphasize that if you choose to play under a GM with 100 pages of houserules, then you get exactly what you deserve! It is not the BNC's fault if a player signs up for games with kinky houserules.

I have a rulebook which I will continue using, and that is all I need. If Paul has problems with that, I'm sorry. If he wants to talk to a rules expert, I would suggest that he write Mark Berch or Rod Walker. More than that I can't do.

Kathy Byrne
160-02 43rd Ave.
Flushing, NY 11358

To Various Members of the Diplomacy Community:

For some months now I have been trying to communicate with certain GMs and players as to the fact that: 1) I moved from Alexandria, VA last May; 2) after a brief time in Little Rock, Arkansas I was moving to Edinburgh, Scotland; and 3) I wished to know from various persons if they as publishers would make proper arrangements for my position in games to be taken over by others, or as players would accept my apologies for the sudden change in situation. Please note those sections which may apply to you in the above.

For those interested, my current address is: 41-A Broughton Street 1/1, Edinburgh EH1 3JU, Scotland, UK. Mail may also be directed to 1617 Tarrytown Road, Little Rock, AR 72207, from whence it may someday come to my attention.

Sincerely,
John S. Koehler

Mike,

I regret your lack of standbys, but you may be getting into an "irregular standby policy" situation if in those games you let a 3- or 4-center power go into CD if you previously called standbys for powers that large or smaller in that game. The policy cannot be changed during the course of the game. I am sympathetic with your situation. Please add my name to the standby list. Hope your luck has changed for the better.

Bill Quinn
301 Conroe Dr.
Conroe, TX

Thanks for the help. To clarify, I said last time that I might not call standbys for countries with less than 4 SCs. a difference of 1 SC from the prevailing policy. I do agree that would be a unilateral change, and the players should have been consulted. They have a right to play under the same HRs they began the game under, unless changes are agreed upon. Since the standby list has fleshed out now, I'm not faced with the problem anymore. However, the HRs do not mandate that I call a standby for small NMRing powers, but state that I may do so. How does this affect the regularity of the games?

DEADLINE for all LSD games:

11 APRIL 1984



W

1982 HU King Ranch F 1904

FRENCH GOVERNMENT CHANGES HANDS;
RUSSIA, ITALY VIE FOR BALKAN LANDS

ENGLAND (Don Scheifler): F STP(nc) h (A NWY s),
A LPL h (F NAT s), F Yor-LON (F NTH s).
FRANCE (Rob Landeros): F WAL-Lpl (F IRI s),
A Lon h (dsl, ann), A BUR h (A GAS s),
F Bre-ENG.
GERMANY (Paul Milewski): A BEL h (A HOL s),
A MUN h (A KIE s).
ITALY (Bill Quinn): F ION-Aeg, A Ven-ALB (F ADR s),
A VIE h, (A TYO s), A Ser-BUL (A GRE s).
RUSSIA (Fred Winter): A Rum-SER (A BUD s),
A GAL-Rum, F SEV-Rum, A Fin-SWE, A MOS-Stp.
TURKEY (Seth Owen): A ARM-Sev, A Ank-CON,
A Bul-Rum (dsl, anni, F SMY-Aeg.

Rob Landeros is resigning. Will Conrad Minshall
(3702 Tarragona Ln., Austin, TX 78727) please
assume the leadership of France?

See note about phone orders with Longhorn.

SUPPLY CENTER STATUS for Winter Adjustments:

E: LON, Edi, Lpl, Den, Swe, Nwy, Stp 6/even
F: Home, Spa, Por, Lon 5/even
[1 ann]
G: Home, Bel, HOL 5/build 1
I: Home, Tri, Ser, Gre, Tun, BUL, VIE 8/build 1
R: Mos, War, Sev, Rum, Vie, Bud, SWE, SER 7/build 1
T: Home, Bul 3/even
[1 ann]

PRESS--

EDI: And why can't you come crashing in to save me?
Do you really think you'll survive a F/I squeeze after
I'm gone? Think it over during your winter build(s).

ROME: Was I supposed to get Munich? Sorry, Fred.

ROME: Pope Guido, being a peace-lover, urges France
and England to cease hostilities and cede their fortunes
and lands to him.

CON: The sultan is reported to be in a confused state
causing his aides much alarm. The palace kitchen staff
is abuzz with rumors that the sultan is having spaghetti
for breakfast and washing it down with [illegible], yet
his lunches consist of borscht and wine. The state of
foreign affairs is so obscure it disrupts his thinking
patterns. Order he cries out for.



★ Lone Star Diplomat

the National Diplomacy Journal of Texas

R. Michael Conner
2500 Steck Ave. #140
Austin, TX 78758
512/467-8870

Subscriptions: Ten issues for \$3.00.

Game Openings: \$12.00. Some places
available in LSD's last game.

Standbys: Sub credit for standbys who
play to the end of game or elimination.

Awards: Winners get 20 free issues of
LSD or equivalent, 2-way drawees get
14 issues, all other survivors get 10, &
eliminated players get 6.

Alan B. Calhamer invented DIPLOMACY®,
which was first published in 1959. The
Avalon-Hill Game Company now publishes it.



FIRST CLASS MAIL

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